

What is Claimed is:

1. A gaming machine comprising:

data reading means for reading game initial data or game
5 history data from a token with built-in IC chip; and

data transmission means for transmitting the game initial
data or the game history data being read out by the data reading
means.

10 2. The gaming machine according to Claim 1, further
comprising:

stop signal reception means for receiving a stop signal
so as to stop commencement or progress of a game; and

game stop means for stopping the commencement or progress
15 of the game based on the game initial data or the game history
data utilizing the stop signal.

3. The gaming machine according to Claim 2, wherein
the stop signal is transmitted depending on a degree of
20 difference between pre-recorded data and the game initial data
or the game history data transmitted by the data transmission
means, the pre-recorded data and the game initial data or the
game history data being compared with each other.

25 4. A server for managing a game being used for a computer
network including at least one gaming machine comprising data
reading means for reading game initial data or game history

data from a token with built-in IC chip, the server comprising:

data acquisition means for acquiring the game initial data or the game history data being read out by the data reading means of the gaming machine; and

5 data storage means for storing at least the game initial data or the game history data being acquired by the data acquisition means.

5. The server for managing the game according to Claim
10 4, further comprising:

data comparison means for comparing the game initial data or the game history data being acquired by the data acquisition means with data being previously stored by the data storage means; and

15 game stop signal transmission means for transmitting a stop signal to the gaming machine in order to stop commencement or progress of the game in accordance with the game initial data or the game history data being acquired by the data acquisition means in a case where identification data included
20 in the game initial data or the game history data having been acquired by the data acquisition means is not found in the data being previously stored in the data storage means after comparing the game initial data or the game history data with the data being previously stored.